

Global Platform for Rich Media Conferencing and Collaboration

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Outlines

- > VRVS General Information
- > VRVS 3.0: New version in production since Feb. 2003
- >VRVS Worldwide Deployment
- > VRVS Statistics
- > VRVS Next Developments





Concept

VRVS (Virtual Rooms Videoconferencing System)

provides an independent web based collaborative infrastructure to enable multipoint conferences, with the integration of the most popular technologies and applications available, in different platforms





VRVS Key Points

- Unified and Intuitive Web User Interface to schedule and join/leave a meeting independently of the application
- Multi-platform Windows, Linux, Unix's and Mac
- Easy to use Everybody knows how to click on a web page today. Not true for running a VCR
- Virtual Room Concept and Scheduling Creation of a virtual space were people can exchange real-time information
- Join or Leave a Collaborative Session anytime without the need to know in advance how many participants and booked ports capacity. Just announce the meeting and people will join from anywhere
- Full Documentation and Tutorial
- Self-Service System No need of technicians or experts to organize and join a conference

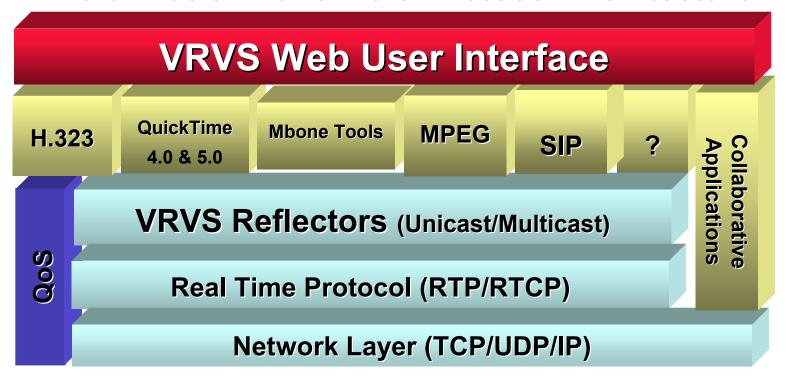




VRVS Core Architecture

VRVS combines the best of all standards and products in one unique Architecture

Multi-Platform and Multi-Protocol Architecture







VRVS 3.0 New version in production since Feb. 2003





VRVS, new features

- Optimized web access and user intuitive interface design
- Improved Global Scheduling System transparent to local time zones
- Community concept with dedicated Virtual Rooms (VRs)
- Number of World wide VR increased from 10 to potentially unlimited
- J2EE secure web administration interface
- SQL DB server to manage VRVS bookings, user profiles, reflector configuration and monitoring, statistics...
- User-oriented login with improved identification and IP detection
- Redesigned and improved sharing service
- Mac OS X support
- OpenMash Mbone support
- Solution for hosts behind Firewall and NAT





VRVS 3.0 Global Scheduling System

- Booking Wizard, with auto selection of the Virtual Room
- Date/Time shown in the selected time zone
- Quota management
- Password protected secure meeting
- Mailing list feature to keep all the participants in touch of creation and modification or cancellation of booking









Reflector Software Improvements

- Possibility of tunneling (TCP or UDP) between reflector servers
 All communications use only ONE port!
- Peer-to-peer design with high scalability and flexibility
- Solution for Firewall and NAT
- Better design to accommodate H.323 clients
- Fully support of H.263 video codec
- Perform audio mixing
- Perform some packet recovery
- Fixed incompatibility between several H.323 end points
- Remotely mute/unmute video or/and audio
- Optimized network bandwidth utilization
- Real-time packet loss monitoring
- Support up to 16,000 Virtual Rooms





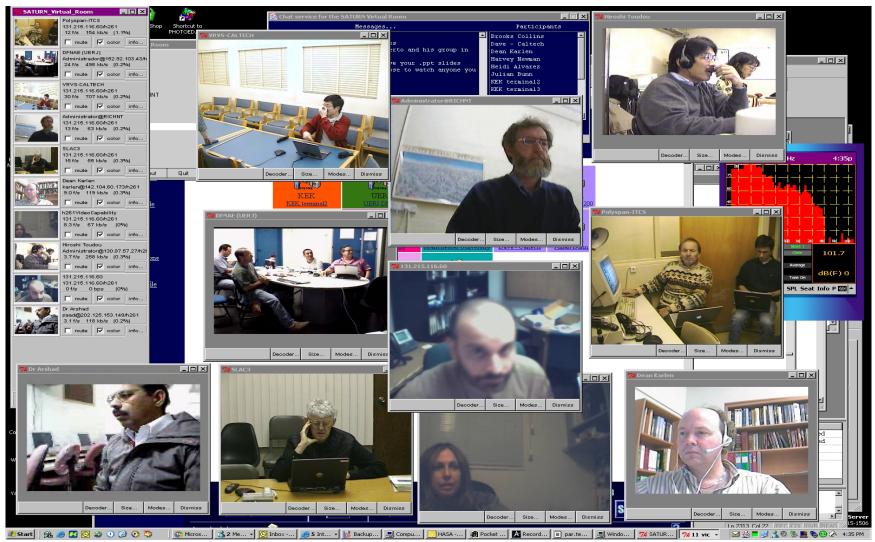
VRVS on Linux







VRVS on Windows







VRVS on Mac OS X

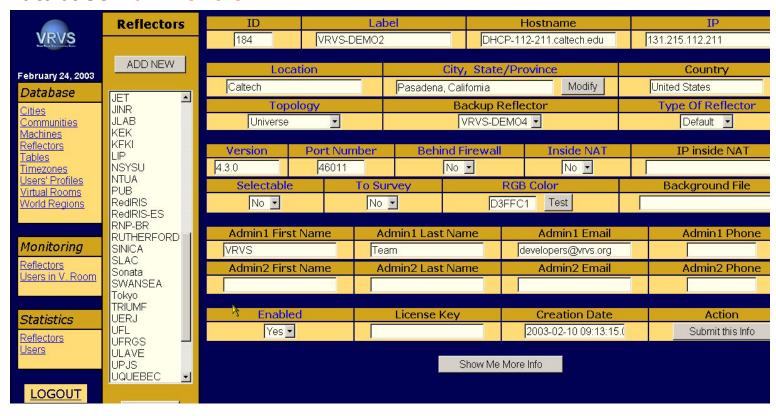






VRVS 3.0 Web Admin Interface

- Pure 100% Java J2EE + XML
- HTTPS/SSL secure web interface
- Monitoring reflectors and users in ongoing conferences
- Database Full Control







VRVS deployment worldwide at June 2003





73 VRVS Reflectors Deployed Worldwide

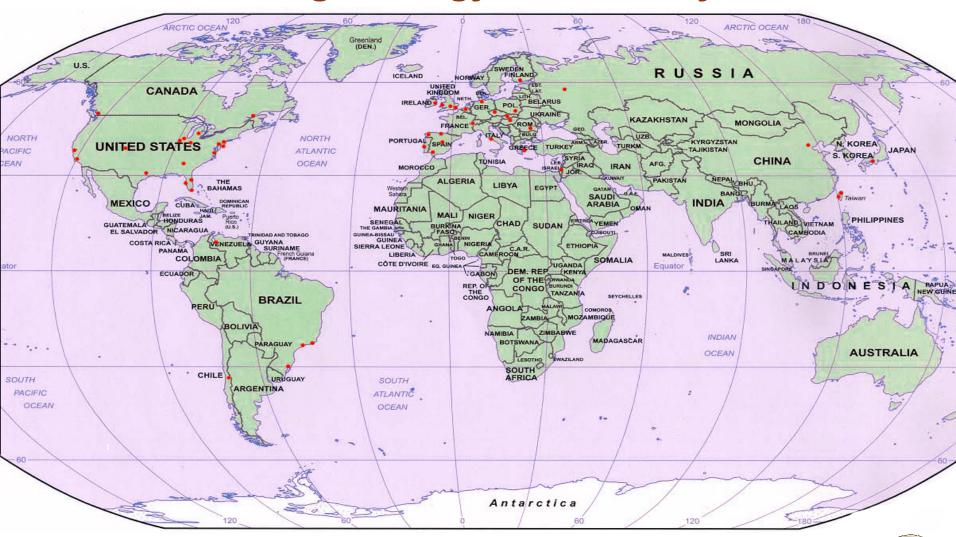
USA	26		
Spain	5		
Brazil	5		
Switzerland	4		
UK	4		
France	2		
Canada	2		
Taiwan	2		
Greece	2		
Portugal	2		
Israel	2		
Japan	2		
Poland	1		
Italy	1		

Finland	1
Chile	1
Pakistan	1
Venezuela	1
Hungary	1
China	1
Slovakia	1
Ireland	1
Russia	1
Czech Republic	1
Belgium	1
Romania	1
Germany	1





VRVS network server distribution worldwide for High Energy Nuclear Physics





VRVS Statistics





VRVS registered users (up to June 12th, 2003)

USA	920		
Spain	753		
Switzerland	280		
Italy	208		
Germany	190		
France	183		
UK	166		
Brazil	165		
Japan	83		
Canada	72		

Number of Registered Users:

<u>4051</u>

From

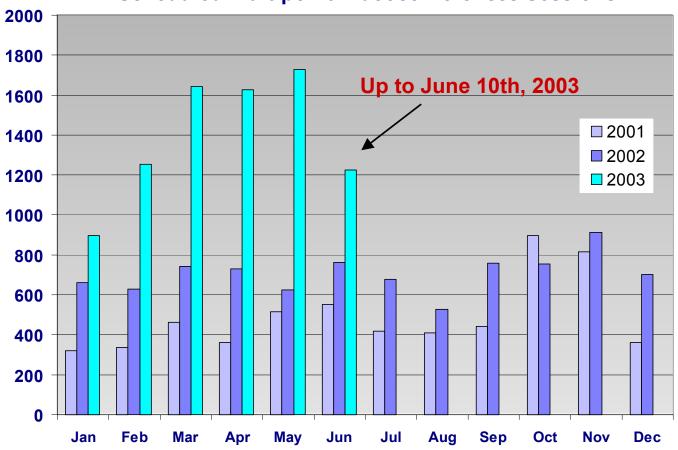
81 Countries

Taiwan, Greece, Argentina, Russia, etc...





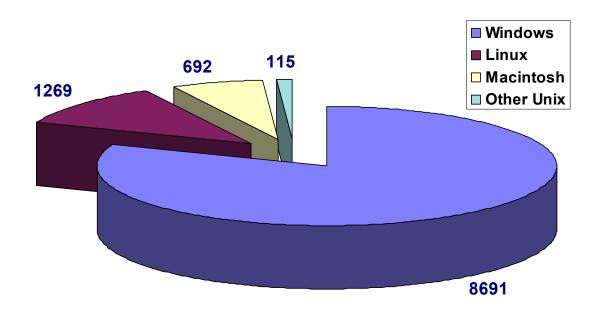
Scheduled Multipoint Videoconferences Sessions







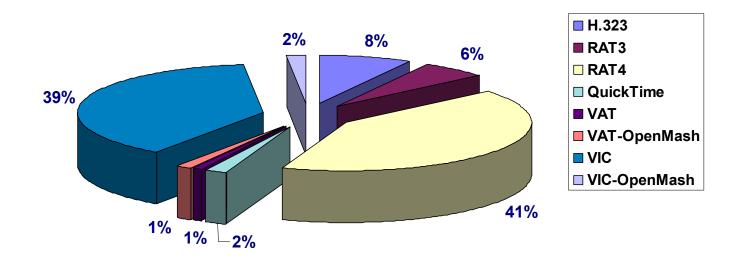
VRVS Machines O/S distribution







Videoconferencing Tools used with VRVS (June, 12th 2003) (Total 125076 connections)







VRVS connections per communities

A community hosts a dedicated set of Virtual Rooms

Universe	97132	
RedIRIS	27883	
AccessGrid	5647	
Astro	4419	
Fusion	4714	
CMS-Control Room	673	





VAG - Using VRVS as a personal AG node





Virtual Access Grid

- User can connect to either unicast or multicast videoconferencing with full supported features
- Users can enter through VRVS in AG virtual venues with different Video Modes possible:
 - Voice switched: default mode for H.323 clients. One video stream at a time
 - ➤ Timer switched: browse through all the video based on a preset timer. One video stream at a time.
 - Selected Streams: Click among the video participants to view selected video streams (one or several streams available).
 - > All Streams





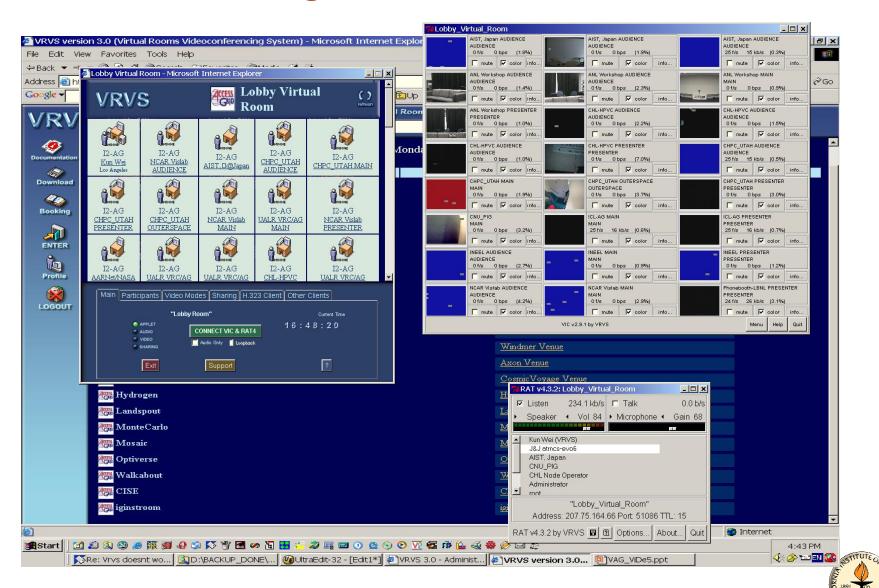
When to use VRVS AG?

	AG	VRVS	VAG
Multi-cast	✓	✓	✓
Unicast		✓	✓
On-Site AG Node	✓	✓	✓
Without AG Node		✓	✓
High Quality Video	✓	✓	✓
High Quality Audio	✓	✓	✓
H.323		✓	✓
High (> 20Mbps) Bandwidth	✓	✓	✓
Normal (10Mbps) / Low (<1Mbps) Bandwidth Network		✓	✓





Connecting to AG Venues with Mbone





Ongoing and Future Developments





Next developments (1/3)

- Adaptation to emerging standards: IPv6, SIP
- Integration of new hardware/software for high-end interactivity
 - Developed a multipoint videoconferencing system based on MPEG4 compression standard
 - In the future, develop HDTV based videoconferencing services.
- Improve Security
 - Easy support of Firewall and NAT
 - Conference access control, user authentication and authorization





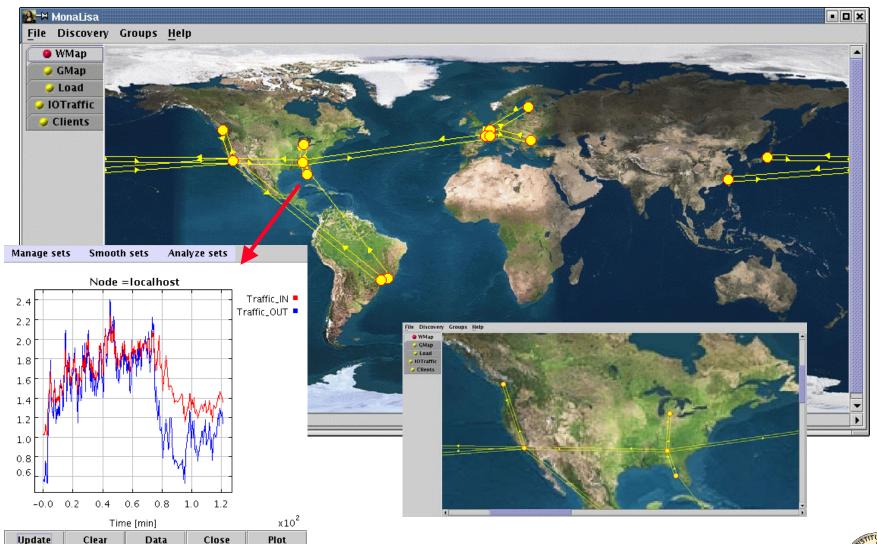
Next developments (2/3)

- Develop a pure peer-to-peer VRVS Network servers network to be able to handle thousands of parallel sessions
- Develop advanced network monitoring agents (based on Java and web services) to run on each network server
 - ➤ We will know in real time, packet loss ratio between servers, jitter, bandwidth available, VRVS Network servers system information (CPU, memory, ..)
 - Possibility to automatic rerouting between VRVS network servers to find a better network path.



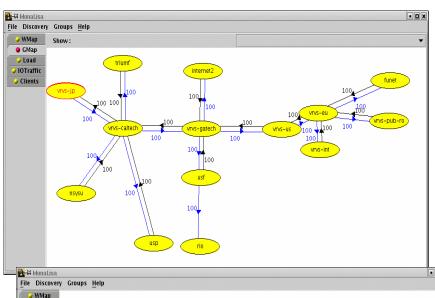


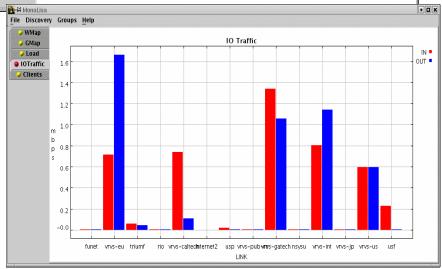
VRVS Reflector monitorization (1)

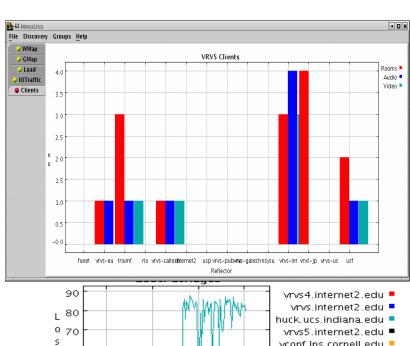


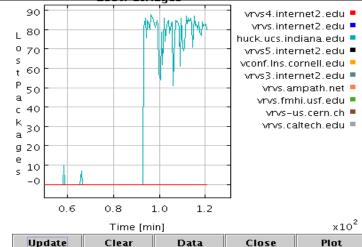


VRVS Reflector monitorization (2)













Next developments (3/3)

- Wireless/Handheld Client Integration
 - Currently developing user Interface for small screens
 - Integration of low end clients:
 - Provide dedicated software clients (VVP, JMF)
 - > Transcode streams to have lower bandwidth
 - **➤ Support MPEG4**

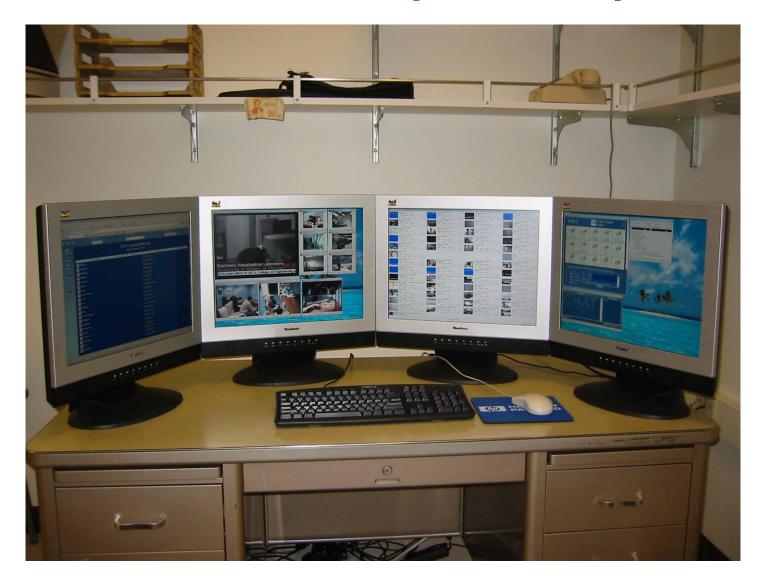








VRVS Virtual Space Setup







VRVS Team

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Further References

- http://www.vrvs.org
- support@vrvs.org

